

Module Details	
Module Title	Script Programming and Technical Animation
Module Code	GAV5001-B
Academic Year	2020/1
Credits	20
School	Department of Media Design and Technology
Subject Area	Games, Animation and Visual Effects
FHEQ Level	FHEQ Level 5
Pre-requisites	N/A
Co-requisites	N/A

Contact Hours	
Type	Hours
Online Lecture (Synchronous)	12
Online Tutorials (Synchronous)	12
Laboratories	24
Directed Study	152

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 1

Module Aims
To learn the fundamentals and the concepts and of 3D embedded scripting language to students with basically no programming experience before; to learn technical animation methods with Mel and Expressions; to understand the methods and the concepts for basic modelling and animation tools development in order to complete modelling and or animation tasks practically; to gain understanding of real-time/procedure 3D modelling and animations technology theory and practice with an animation tool.

Outline Syllabus
Fundamentals of script programming, programming essentials, data and variables, function and procedures, loops, control statements, embedded programming environment, understanding the concepts and process of scripting 3D animation, the basics of embedded script commands, modelling in 3D environments, using expressions, nodes, user interface, handling applications.

Learning Outcomes	
Outcome Number	Description
01	understand the fundamentals of script programming and programming essentials; understand the process of computer animation technical concepts and implementation with respect to commercial 3D graphics packages; be able to select appropriate methods to produce a technical animation.
02	develop a scripting program and produce an animation by means of a 3D embedded language; develop a customised solution for modelling and animation tasks.
03	Work to a specification within a prescribed timescale; to a set brief

Learning, Teaching and Assessment Strategy
Teaching method will be lectures and demos; tutorials and practical sessions, and individual coursework project developments. This module covers the fundamentals and concepts of an embedded scripting language, with lectures and demos that introduce the relevant theory and key concepts followed by lab sessions to provide hands-on experience and reinforce the theory learnt. Assessment is based on practical individual course work project to demonstrate the skills developed and to demonstrate the knowledge and understanding of technical animation and scripting programming, as well as their theory and methods. Supplementary assessment: students will be required to repair deficiency in the relevant failed area of the module as original assessments

Mode of Assessment				
Type	Method	Description	Length	Weighting
Summative	Coursework	Coursework 1: Coursework project product and Lab work tasks	N/A	70%
Summative	Coursework	Coursework 2: Coursework report (min 1500 words)	N/A	30%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:

This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.

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